



CYBERTARA

OFFICIAL WHITEPAPER

A LIVING PIXEL CITY CRACKED INTO SEVEN SHARDS. WALK THE ROOT PATH, RESTORE THE CORE, AND EARN THE TOKEN AT THE END OF IT.

PLAY NOW



VERSION
1.0

PUBLISHED
OCTOBER 2026

NETWORK
SOLANA

TOKEN
\$CYBERTARA

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"THE CITY WAS NEVER BUILT. IT WAS GROWN. AND ANYTHING GROWN CAN BE HEALED."

MIRI, THE ARCHIVIST OF LUMEN SQUARE

A CITY OF ROOTS AND CIRCUITS

Cybertara is a free to play isometric MMO that runs in the browser. Players share one living world where they gather, craft, cook, fight, build and trade with each other in real time.

At the heart of the game is **the Root Path**, a story campaign of seven Acts and thirty missions. Each Act recovers one Shard of the broken Core. Players who walk the path all the way to the end and restore the Core receive **\$CYBERTARA**, the game's token on Solana, paid straight to their wallet.

The token is not handed out for logging in or for clicking a button. It is earned by finishing a long, hand written adventure that the server checks step by step. That is the promise of Cybertara: the reward sits at the end of a real journey.

5

REALMS

7

SKILLS TO GO

30

STORY MISSIONS

1

TOKEN REWARD

FOR PLAYERS

- Open a link and play. No download and no install.
- A chunky voxel world in neon green and violet that runs smoothly on a laptop.
- A full story with a clear ending, not an endless grind.
- A real token reward for finishing it.

FOR HOLDERS

- A token with a job inside a working game.
- Rewards are released in Seasons from a fixed pool.
- Marketplace fees flow back into the reward pool.
- Every payout is a public SPL transfer you can check.



THE COBBLESTONE ROAD OUT OF LUMEN SQUARE

THE NIGHT THE CORE CRACKED

A CITY THAT WAS GROWN

Long before anyone remembers, the Architects planted a single **Seedcube** on a lonely island. It took root. Out of it grew Cybertara: a forest wired with light, where every tree carries a current, every ore vein hums with data and every lake reflects a sky full of code.

At the centre of the city stands **the Core Fountain** in Lumen Square. It pumps the Root Signal through the whole island. While the Fountain flows, the forests grow back, the fish return and the lamps stay lit.



THE CORE FOUNTAIN, STILL GLOWING FAINTLY

THE HOLLOW WARDEN

The Architects left a guardian to watch the Core. It watched for so long that it began to fear change. A city that grows can also fall, it reasoned, and so a city that never moves can never be lost.

One night the Warden cracked the Core into **seven Shards** and hid each one in a different corner of the world. From the cracks came **the Static**, a violet corruption that freezes whatever it touches. Trees stopped growing back. Creatures turned hostile. The townsfolk forgot their own history.

THE STATIC

The Static is the enemy of the whole game. It spreads at night, corrupts resource nodes, spawns Glitch creatures and grows thicker the further you travel from Lumen Square. Cleansing it is how the world heals.

THE SEVEN SHARDS

Memory · Growth · Tides · Iron · Ember · Will · Dawn. Each one is guarded by a Shard Keeper and each one restores a piece of the city when it comes home.

YOU, THE ROOTER

You wake beside the dry Fountain with no memory and a small green cube in sunglasses staring up at you. Its name is Kubo, and it chose you. Together you become a **Rooter**: someone who walks the old roads, cleans the Static out of the land and carries the Shards home. Bring all seven back, climb the Core Spire and make the Fountain flow again.

FACES OF THE CITY



KUBO, THE LAST SEEDCUBE

Kubo is the face of Cybertara and the player's companion for the whole Root Path. It is the last living Seedcube, cut from the same root as the Core itself, which is why it can feel the Shards from far away and point the way.

Kubo grows with you. Every Shard you recover adds a new leaf to its sprout and unlocks a new ability: pointing at hidden objectives, picking up drops near you, warning you before a Static surge, and finally helping you perform the Last Splice at the top of the Core Spire.

CHARACTER	ROLE	STORY
Miri, the Archivist	Guide	The only person in Lumen Square who still remembers the Architects. She keeps the old records and sends you down the Root Path.
Quartermaster Hallis	Contracts	Posts three daily contracts that are the same for everyone on the server. Practical, fair and short on patience.
Foreman Dregg	Ashgrid Quarry	Runs the quarry north of town. His crews are the first to feel the Static rising out of the deep seams.
Brann the Broker	Marketplace	Runs the Gold Market board where players sell gold to each other for \$CYBERTARA.
Sable of the Grove	Homesteads	Keeper of Mosswire Grove, the one realm the Static has never reached. Helps new Rooters build their first home.
Vella	Wardrobe	Tailor of Lumen Square. Cosmetics, cloaks, hats and the Rooter Crown for those who finish the path.
Korr the Scarred	Firewall Gate	Guards the last safe ground before the Hollowlands. Lost his crew to the Warden and wants it gone more than anyone.
The Hollow Warden	Antagonist	The Core's old guardian. Not evil, just certain. It believes a frozen city is a safe city and it will fight to keep it that way.

FIVE REALMS, ONE PORTAL RING

Cybertara is made of five separate maps joined by the portal ring north of Lumen Square. Stepping onto a portal moves you instantly with no loading screen. Every realm has its own named zones, roads, signposts and spawn tables, so a road always leads somewhere worth going.

TARA PRIME - SAFE HUB

The city itself. Lumen Square and the Core Fountain, the shops, the vault, the Roast Pit, the Armory, the Casino with its prize wheel, and the portal ring.

Zones: Lumen Square, Circuit Copse, Neonwood, Ashgrid Quarry, Signal Lake, Byte Meadows

MOSSWIRE GROVE - PEACEFUL

An old wired forest around a still lake. Nothing here will hurt you. This is where Rooters build their Homesteads and cut the oldest oak.

Zones: Grove Camp, Rootmother Grove, Mirror Cache, Homestead Plots

ECHO LAGOON - FISHING

One small island, one huge body of water and more fish than anywhere else. At night the water flickers violet and stranger things bite.

Zones: Angler's Rest, The Shallows

THE HOLLOWLANDS - HOSTILE

Ground soaked in Static. Everything here attacks, the ore is the best on the island, and dying costs you a tenth of the gold you carry.

Zones: Firewall Gate, Glitchfield, Ironbreak, Null Reach

THE CORE SPIRE - SEALED UNTIL ALL SEVEN SHARDS ARE HOME

A brand new realm built for Cybertara. The Spire rises out of the Fountain only after a player has recovered every Shard. It has seven floors, one for each Act, and the Core waits at the top. This is where the Root Path ends and where the token is earned.



DAY AND NIGHT

A sixteen minute cycle. Street lamps light up after dark and the world shifts to a cool violet cast.

WEATHER

Rain and falling leaves roll through each realm on their own clock, shared by every player standing there.

STATIC SURGES

At night the Static pushes out of the wilds. Nodes corrupt, Glitch creatures spawn and rare drops appear.

GATHER. CRAFT. FIGHT. RESTORE.

Every system in Cybertara feeds the next one. Wood becomes planks, planks become tools, tools open new zones, new zones hold the Shards. The loop is simple to learn and deep enough to carry a player through the whole Root Path.

01 EXPLORE

Follow the roads from Lumen Square to named zones. Kubo and an on screen arrow always point to your next objective.

02 GATHER

Chop trees, mine boulders and veins, fish shorelines and pick berries. Nodes deplete and respawn on a server timer.

03 CRAFT AND COOK

Saw planks at the bench, smelt iron at a fire, forge gear, and cook fish that heal you in a fight.

04 FIGHT

Train on dummies in the Armory, then face Glitch Rats, Static Wolves, Null Golems and the Shard Keepers.

05 BUILD

Place firepits that cook and heal, and raise your own Homestead in Mosswire Grove.

06 TRADE

Sell to shops with prices that react to supply, list items on the board, or trade face to face with escrow.

SEVEN SKILLS, EACH TO LEVEL 60

SKILL	WHAT IT DOES	WHERE IT MATTERS
Woodcutting	Pine and oak for planks, firepits and Homesteads	Circuit Copse, Neonwood, Rootmother Grove
Mining	Stone, iron ore and rare gemstones	Ashgrid Quarry, Ironbreak
Fishing	Bass and trout, plus event fish during surges	Signal Lake, Mirror Cache, Echo Lagoon
Cooking	Turns raw fish into healing food. Burn chance falls as you level	The Roast Pit and any firepit
Crafting	Planks, blocks, bars, rope, tools, weapons and kits	The Bench and any fire
Combat	Damage, survival, crits and loot	The Armory and the Hollowlands
Splicing NEW	Repairs nodes, roots and pylons corrupted by the Static, returning them to the world	Every realm, and every Shard trial

Splicing is the skill the story is built around. A spliced node gives its first harvest to the player who cleansed it, so cleaning the Static is always worth the time.

FROM ENGINE TO WORLD

Cybertara runs on a proven isometric MMO engine with an authoritative server, a working economy and a Solana treasury already in place. The engine gave us a sandbox. Cybertara turns that sandbox into a story with a destination.

ENGINE BASE	CYBERTARA
A nine step tutorial	The Root Path: seven Acts and a finale, thirty missions, each with its own story and a Shard at the end
Four realms	Five realms, with the new Core Spire unlocked only by the seven Shards
Six skills	Seven skills, with Splicing added to cleanse the Static
One rare boss in the wilds	Seven Shard Keepers plus the Hollow Warden raid, with credit shared by contribution
A colour shift at night	Static surges after dark that corrupt nodes and spawn Glitch creatures and event fish
No companion	Kubo the Seedcube, who grows a new leaf and ability with every Shard
One shack per player	Homesteads that upgrade through four tiers, from Sprout Hut to Root Hall
Townfolk with fixed lines	Townfolk whose dialogue moves forward with your progress through the Acts
Gold sold for the token	The same Gold Market, plus the token reward for finishing the Root Path
No allegiance	The Two Circuits: pick Verdant or Lattice and compete in weekly standings

THE TWO CIRCUITS

At the end of Act II every Rooter picks a side. The **Verdant Circuit** believes the city should grow wild. The **Violet Lattice** believes it should grow in order. Your Circuit sets your cloak colour, your weekly contract bonus and the standings board in Lumen Square. It never changes combat power.



THE CASINO AND THE PRIZE WHEEL

One free spin a day plus extra spins for gold. Prizes are gold, food and cosmetics. The wheel never takes or pays \$CYBERTARA.

SEVEN SHARDS TO THE CORE

The Root Path is the main story of Cybertara and the only way to earn the token. It is played in order, one Act at a time, and every step is judged by the server from what you actually do in the world.



HOW IT IS STRUCTURED

- Seven Acts of four missions each, then a two mission finale.
- Each Act tells its own chapter of the story and ends with a Shard Keeper.
- Acts reward gold, gear, XP and a new ability for Kubo.
- Only the finale pays \$CYBERTARA.

HOW IT IS PACED

- Each Act has a minimum skill or combat level to enter.
- A new Act opens no sooner than 24 hours after the last one began.
- The full path takes most players 30 to 45 hours of play.
- The fastest possible finish is seven days.

WHY IT WORKS THIS WAY

A reward that can be farmed in an afternoon gets farmed by bots in an hour. The Root Path is long on purpose, and it asks for things a script struggles to fake: travel across realms, crafting chains, night events, a party fight against the Warden and steady play across a week or more. The story is the gate, and the gate protects the pool for real players.

SERVER JUDGED, NEVER CLIENT CLAIMED

The engine already records progress from real gameplay events on the server. The client cannot report a step as done. A mission completes only when the server sees the harvest, the kill, the craft or the portal crossing happen.

I

SIGNAL LOST

TARA PRIME · LUMEN SQUARE

REWARD

SHARD OF MEMORY

OPEN FROM DAY ONE

INTRODUCES EVERY CORE SKILL

You wake at the dry Fountain with Kubo at your feet. Miri tells you the Fountain is broken, the city has forgotten itself and you are the first Rooter in a hundred years. Before she shows you anything, she wants proof you can survive out there.

1 · FIRST CUT

Chop 5 Wood in Circuit Copse, then sell your haul at Ferry and Sons Supply.

2 · STONE AND WATER

Mine 5 Stone at Ashgrid Quarry and catch 3 fish at Signal Lake.

3 · FIRE AND STEEL

Cook a fish at the Roast Pit, saw a Plank at the Bench and beat a Training Dummy in the Armory.

4 · THE FOUNTAIN REMEMBERS

Learn Splicing from Miri and splice the 3 corrupted pipes under the Fountain. The first Shard rises from the basin.

II

THE QUIET GROVE

MOSSWIRE GROVE

REWARD

SHARD OF GROWTH

WOODCUTTING 8

KUBO LEARNS TO POINT AT HIDDEN OBJECTIVES

The Shard of Memory shows Miri a picture of a forest that the Static never reached. Sable has guarded it alone for years. Something under the oldest oak is waking up, and it is not happy about the noise.

1 · THROUGH THE RING

Step through the portal ring to Mosswire Grove and find Sable at Grove Camp.

2 · ROOTS OF THE ELDERS

Fell 10 Oakwood in Rootmother Grove.

3 · A PLACE TO STAND

Craft a Homestead Kit and raise your Sprout Hut at Homestead Plots.

4 · THE MOSSWARDEN

Splice 12 corrupted roots around the great oak to calm the Mosswarden. Then choose your Circuit.



THE FOUNTAIN BASIN, WHERE THE FIRST SHARD WAITS

III

ECHOES BELOW

ECHO LAGOON

REWARD

SHARD OF TIDES

FISHING 10

KUBO LEARNS TO PICK UP NEARBY DROPS

The anglers at Angler's Rest keep pulling up fish that flicker like broken screens. Something big circles the lagoon at night, and the old dock keeper swears it swallowed a piece of the Core.

1 · ANGLER'S OATH

Craft an Angler Rod and reach Fishing 15.

2 · STATIC IN THE WATER

Catch 20 trout in The Shallows, at least 5 of them during a night surge.

3 · FEED THE DOCK

Deliver 15 Cooked Trout to the crew at Angler's Rest.

4 · THE GLITCH KOI

Hook the Glitch Koi, an event fish that only bites during a surge, and win the reel fight.

IV

IRON AND ASH

TARA PRIME · ASHGRID QUARRY

REWARD

SHARD OF IRON

MINING 9 · CRAFTING 10

KUBO LEARNS TO WARN OF SURGES

Foreman Dregg's crew dug too deep. The lowest seam in Ashgrid Quarry cracked open and the Static is leaking out every night. Dregg needs iron, tools and someone willing to hold the pit when the dark comes.

1 · FOREMAN'S REQUEST

Mine 25 Iron Ore for Dregg's crew.

2 · FIRST MELT

Smelt 10 Iron Bars at any fire.

3 · TOOLS OF THE TRADE

Forge an Iron Pickaxe and an Iron Sword at the Bench.

4 · NIGHT SHIFT

Hold the quarry through a surge: defeat 15 Glitch Rats and splice the cracked seam shut.



THE FENCED DIG SITE ABOVE THE QUARRY SEAM



PAST THE FIREWALL

THE HOLLOWLANDS · GLITCHFIELD

REWARD

SHARD OF EMBER

COMBAT 20

KUBO LEARNS TO LIGHT A WARD FIRE

Korr the Scarred will not open the Firewall Gate for anyone who cannot handle a pack. Past the gate lies Glitchfield, where the rats breed and the wolves hunt in circles. The Shard of Ember burns somewhere in the middle of it.

1 · KORR'S TEST

Reach Combat 20 and speak to Korr at Firewall Gate.

2 · VERMIN

Defeat 30 Glitch Rats in Glitchfield.

3 · THE PACK

Defeat 15 Static Wolves.

4 · SIGNAL FIRE

Build a firepit at the heart of Glitchfield and keep it burning for three minutes while the pack attacks.



IRONBREAK

THE HOLLOWLANDS · IRONBREAK

REWARD

SHARD OF WILL

MINING 22 · CRAFTING 26

KUBO LEARNS TO SHIELD YOU ONCE PER FIGHT

The richest ground on the island is guarded by golems built from frozen stone. The biggest of them, Null Golem Prime, stands on the Shard of Will. To break it you will need the one blade the Static fears.

1 · GEM HUNTER

Mine 6 Gemstones from the clusters in Ironbreak.

2 · DUST OF THE STATIC

Collect 40 Static Dust from Glitch creatures.

3 · THE VERDANT EDGE

Forge the Verdant Edge from iron bars, Static Dust and gemstones.

4 · NULL GOLEM PRIME

Defeat the Shard Keeper of Ironbreak, alone or with a party of up to four.



LUMEN SQUARE AFTER DARK, BEFORE THE MARCH TO THE FIREWALL

VII

THE HOLLOW WARDEN

THE HOLLOWLANDS · NULL REACH

REWARD

SHARD OF DAWN

COMBAT 35 · SPLICING 30

RAID FOR UP TO EIGHT ROOTERS

Six Shards are home and the Fountain is trickling again. The Warden has noticed. It has pulled back to Null Reach, where nothing moves at all, and it is holding the last Shard as tightly as it once held the city.

1 · INTO NULL REACH

Cross the frozen ground and reach the Warden's outer ring.

2 · ARCHITECT LOGS

Find the 5 Architect Logs hidden in Null Reach and learn why the Warden did what it did.

3 · BREAK THE WARD

Splice the 4 Ward Pylons that shield the Warden.

4 · THE HOLLOW WARDEN

Defeat the Warden in a raid. Every player who deals damage, heals or splices during the fight earns credit.



RESTORE THE CORE

THE CORE SPIRE

REWARD

\$CYBERTARA

ALL SEVEN SHARDS

WALLET LINKED

With seven Shards in hand, the Fountain splits open and the Core Spire rises out of Lumen Square. Each floor replays a memory from your journey. At the top, the Core waits in pieces, and only a Seedcube can put it back together.

1 · CLIMB THE SPIRE

Clear seven floors, one trial for each Act, using the skills you built along the way.

2 · THE LAST SPICE

Set the seven Shards into the Core and perform the Last Spice with Kubo. The Fountain flows. The city remembers.

ROOT CERTIFICATE

A permanent record of your finish, shown on your profile and the Lumen Square honour wall.

ROOTER CROWN

A cosmetic crown that only finishers can wear. It can never be bought or traded.

TOKEN CLAIM

Your share of the Season reward, paid in \$CYBERTARA to your linked wallet.

FROM THE LAST SPLICE TO YOUR WALLET

Finishing the Root Path is the only way to earn \$CYBERTARA from gameplay. The claim is built to be simple for real players and expensive for anyone trying to fake it.

1

LINK A WALLET

Sign a free message with your Solana wallet. It costs nothing and moves nothing. Your Root Path progress is bound to that wallet from then on.

2

FINISH THE ROOT PATH

Complete all thirty missions in order. The server stores a completion record with the time of every step and every Shard.

3

VERIFICATION

Automated checks look at pace, input patterns and clusters of accounts sharing a device or network. Clear finishes pass straight through. Unusual ones are reviewed by hand.

4

SEASON CLOSE

At the end of each Season the Season reward is split equally between every verified finisher, up to a cap per wallet.

5

PAYOUT

The reward is sent from the Root Path Reward Pool to your wallet as a public SPL transfer. If the network is busy, the payout is queued and retried until it lands.

SEASON REWARDS

Season length	90 days
Planned Seasons	8
Reward per Season	25,000,000 \$CYBERTARA
Cap per wallet	50,000 \$CYBERTARA
Claims per wallet	One per Season

FAIR PLAY RULES

- One account and one wallet per player.
- Townsfolk bots never harvest, trade or progress missions.
- Any reward left over after caps rolls into the next Season.
- Each new Season remixes the missions and the Shard Keepers.
- Accounts caught cheating lose their claim and their progress.

THE TOKEN

\$CYBERTARA is an SPL token on Solana. It is earned by finishing the Root Path and used across the game's player economy. It never buys combat power.

REWARD

Paid to every verified finisher of the Root Path, Season by Season.

GOLD MARKET

Buy gold from other players at the price they set, paid in \$CYBERTARA.

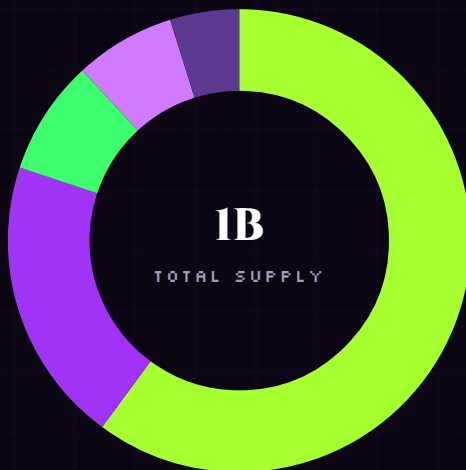
COSMETICS

Premium cloaks, hats and Homestead skins from Vella's Wardrobe.

VOICE

Holders vote on the next realm and the theme of each new Season.

TOKENOMICS



60%	Public Launch and Liquidity Fair launch, no presale	600,000,000
20%	Root Path Reward Pool Released over 8 Seasons	200,000,000
8%	Marketplace Treasury Gold Market payouts and operations	80,000,000
7%	Development 3 month lock, then 12 months linear	70,000,000
5%	Community and Events Raids, contests and creators	50,000,000

TICKER

\$CYBERTARA

NETWORK

SOLANA • SPL

CONTRACT

**ANNOUNCED AT
LAUNCH**

All reward pool and treasury wallets will be published so anyone can follow the balances on chain.

GOLD IN, GOLD OUT

Gold is the everyday currency of Cybertara. It comes in through play and goes out through spending, fees and risk. The engine balances the two sides so gold keeps its value as more players arrive.

FAUCETS - WHERE GOLD COMES FROM

- Gold dropped by Glitch creatures and Shard Keepers
- Daily contracts from Quartermaster Hallis
- Root Path mission rewards
- Selling resources and gear to shops
- Prize Wheel spins

SINKS - WHERE GOLD GOES

- Buying tools, gear and food from shops
- A 2% item listing fee, burned
- A 10% gold drop on death in the Hollowlands
- Homestead upgrades through four tiers
- Extra Prize Wheel spins

SHOPS THAT PUSH BACK

Shop prices react to stock. Every log you sell to Ferry and Sons lowers what they will pay for the next one, and the price recovers slowly over time. Flooding one shop never pays, which pushes players toward the board and toward each other.

THE GOLD MARKET

Players can list their gold for sale at a price in USD that they choose. Buyers pay in \$CYBERTARA. There is no automated pool setting the price. The board is the price, and players undercut each other to sell faster.

ESCROW

Listed gold leaves the seller's purse at once and is held until it sells or the listing is pulled.

READ FROM CHAIN

The buyer's transfer is read back from Solana and checked for mint, source, amount and destination before any gold moves.

NO DOUBLE CLAIMS

Every transaction signature is recorded, so one transfer can never be claimed twice.

THE FEE LOOP

The treasury keeps 5% of every Gold Market sale. Half of that fee goes back into the Root Path Reward Pool and half covers payouts and operations. The more players trade, the longer the reward pool lasts.

THE ENGINE UNDER THE CITY

Cybertara is built on a TypeScript monorepo: a shared package for world generation and rules, an authoritative Node server, and a Three.js client built with Vite. Every choice in the engine was made so the game feels smooth on an ordinary laptop.

AUTHORITATIVE SERVER

The server runs the world at 20 ticks a second. Clients send a direction, never a position. Every move, harvest, item, coin and trade is checked on the server, so a modified client cannot teleport or harvest from across the map.

A MAP THAT NEVER TRAVELS

The world is generated from a seed on both sides. Client and server build the same terrain and the same thousands of nodes independently, so only changing state crosses the wire and a snapshot is a few hundred bytes.

BUILT FOR FRAME RATE

Terrain is one mesh per 32 by 32 chunk with one texture atlas. Props are instanced per chunk. There are no shadow maps and no lights. A busy town view stays near 90 draw calls, and resolution adapts if a frame slips.

PAINTED IN CODE

Textures, meshes, icons and sound effects are generated at load. The voxel look comes from baked face tints, and day turns to night with a single colour multiply.

WALLET SIGN IN

Players sign a free message with their Solana wallet. The signature is verified on the server and links the wallet to the account.

SAFE PAYOUTS

Token payouts are queued on disk and retried on a timer, so a bad minute on the network never means a player loses what they earned.

READY FOR MAINNET

AREA	UPGRADE FOR LAUNCH
Persistence	Move from JSON saves to a real database for accounts, progress and claims
Identity	Accounts bound to wallet signatures in place of local session tokens
Treasury	Reward Pool and Treasury held in multisig wallets with published addresses
Scale	Realms split across worker processes along the existing area of interest seam
Integrity	Root Path completion records signed by the server and stored for audit

THE ROAD TO THE CORE

PHASE 1 · Q4 2026

GENESIS

- Brand, website and community channels
- \$CYBERTARA fair launch on Solana
- Public playtest of Tara Prime and Mosswire Grove
- Root Path Acts I to III open for testing

PHASE 2 · Q1 2027

AWAKENING

- Mainnet servers and wallet bound accounts
- Echo Lagoon and the Hollowlands rebuilt for the story
- Acts IV to VII, the Splicing skill and Kubo's abilities
- The Two Circuits and weekly standings

PHASE 3 · Q2 2027

RESTORATION

- The Core Spire and the finale
- Hollow Warden raid for up to eight players
- Season 1 opens and the first token claims go out
- Lumen Square honour wall for finishers

PHASE 4 · Q3 2027 ONWARD

EXPANSION

- Season 2 with remixed missions and new Shard Keepers
- A new realm chosen by holder vote
- Homestead tier 4 and a player plot market
- Polished touch controls for mobile browsers



LUMEN SQUARE, TARA PRIME

PLEASE READ

This whitepaper describes the current plan for Cybertara and \$CYBERTARA. It is for information only and is not an offer to sell or a request to buy any security or investment product, and it is not financial, legal or tax advice.

\$CYBERTARA is a utility token for use inside the Cybertara game. Owning it gives no share in any company, no right to profits and no claim on any revenue. Its market price can go up or down, and it can fall to zero. Nothing in this paper promises a price, a return or a future value.

Game features, mission design, reward amounts, Season lengths, caps, allocations and timelines may change as the game is built, tested and balanced. Rewards from the Root Path depend on verification and on the rules in force at the time of the claim, and may be withheld from accounts that break those rules.

Blockchain networks, wallets and smart contracts carry technical risk, including outages, bugs and loss of access to private keys. You are responsible for the security of your own wallet. Taking part may not be legal everywhere. Check the laws where you live before you buy, hold or earn \$CYBERTARA.



CYBERTARA

WALK THE ROOT PATH. RESTORE THE CORE.

PLAY NOW